GRIMWILD TALENT COLLECTION

Absorb Power *(Horror, Extras)*
Blue magic
When you take part in destroying a powerful foe, note an ability you witnessed that can now serve you as a touchstone for your spellcasting. Once per session, you can produce a ***potent spell effect*** using any touchstone from this talent to mimic the ability.

Act Natural *(Background Talents, Ragamuffin)*
Given time, you can pull off a ***potent feat of casual crime***, such as: *hiding in plain sight—pickpocketing while observed—reassuring guards and witnesses that everything is fine, thank you very much*. You can **push yourself** to do this in the moment.

Adapt and Overcome *(Background Talents, Hunter)*
Essence connection
When you face a specific enemy you've fought before, you can **push yourself** to ***interrupt*** their impact move targeting you with a prepared counter.

Adrenaline Rush *(Background Talents, Warrior)*
Revel in chaos
When you join a sudden combat, **take spark**. If you don't use it before tension cools, you lose it. You can pick an ally to benefit the same way if they rush in with you. This spark ignores your maximum.

Audacity *(Daring, Swashbuckler)*
Your bravado gets you into a lot of tricky situations, luckily you're adept at turning them to your advantage. When your wild bravado introduces a tangle, ***5s count as 6s, but 4s count as 1s***. Regardless of the outcome, those around you are briefly struck by: *awe—bewilderment—panic—excitement*.

Beacon of Light *(Horror, Extras)*
Celestial
When you treat harm, magically or otherwise, you clear their related marks as well. When an ally is downed in combat, you can **push yourself** to add 1 to any die on their story roll. (No free activation)

Bestial Instinct *(Whimsy, Extras)*
Beastfolk, Were-creature, Vampire
You have a feral aspect such as: *water breathing—burrowing—wall cling—deadly claws*. When you take vex, tangles or get a **hint** from vigilance, you can react with a ***potent action of fight or flight***.

Bonded Word *(Horror, Summoner)*
Devil
You've become familiar with all covenants, especially extraplanar ones. You can add contracts as a wise. If you're present for an agreement, you can make it binding. Both parties know if it's broken, with the defaulting party inflicted by a ***potent spell***, using the contract details as touchstones.

Chosen Eidolon *(Horror, Summoner)*
You have a deep connection with a single vassal. It has one mutation, and you can only summon it. When it breaks free, take +1d on the story roll and **spark**. Each PC adds a reciprocal bond with it.

Clout *(Background Talents, Noble)*
Magical suggestion
You can throw your weight around to get things done when needed. Each session, you have a **4d Favors pool**. When you invoke your noble station to some end, roll the pool. If dice remain, the favor is provided without question. The consequences thereof are still your own.

Commanding Presence *(Horror, Summoner)*
Animal companion
You demand perfection from those who serve you. On a perfect when directing a creature you control, you can **push yourself** to turn it into a critical. On a critical without this talent, **take spark**.

Commune *(Background Talents, Clergy)*
Gut feeling
You gain 1 story per session and can spend story to meditate, asking a question to a higher power. They answer your question with a vague feeling or hint.

Component Pouch *(Background Talents, Sage)*
Each session, you have a **3d Components pool** to help focus your magic. When you get a messy or grim on spellcasting, you can roll the pool. If dice remain, increase a die result by 1, and explain what reagent helped.

Confidence Game *(Background Talents, Charlatan)*
Given time, you can craft disguises, forgeries, and even learn to mimic voices to deceive others. You gain a **3d Cover pool** to roll when your plan would be revealed or questioned. If dice remain in the pool, you avoid the trouble.

GRIMWILD TALENT COLLECTION

C/H

Crowd Favorite
(Background Talents, Entertainer)
Half-Elf
When given time and space to entertain a crowd, you and participating allies can **take spark** for the performance. Make a story roll to see if anyone causes trouble.

Cyphers and Cants
(Background Talents, Charlatan)
You and your allies have a secret language to communicate subtly in company and silently over distances, even while speaking plainly to others. When you get a perfect deceiving others, you also **setup** an ally following your lead.

Deadly Trapping
(Daring, Extras)
Elf, Kobold
When given time, you can construct ***potent traps***. On a perfect when you spring them, **take spark**.

Dirty Fighting
(Background Talents, Scoundrel)
Goblin
On a perfect when you exploit an advantage in a fight, you can: *disable a weapon—inflict distracting pain—root them in place*. Advantages usually come from surprise, assistance, or spending spark.

Domain of Influence
(Whimsy, Witch)
You are known to others by a title, and the domain bestowed by it. Choose 1 bailiwick. You can spend dice from other bailiwicks to use on this one. When you ***act in concert with your domain*** and get a critical, keep the bailiwick die you would have spent. Knowledge of your title and domain spread through stories. Track your legend with campaign pools.

Duelist
(Daring, Swashbuckler)
Whether verbal sparring or combat, you have a knack for sizing up your foes. Given time, you can study someone's style to develop a counter. You can ask 2 questions, and always add **panache** (from Swashbuckler) to defense rolls against them while engaged. You can **push yourself** to do this on the spot.

Elegant Maneuvers
(Daring, Extras)
Through nicks and jibes, you wear your enemies down. On a perfect when you improve your position or **setup** an advantage, you can also: *seize an opening—rattle your foe* to roll a related task pool.

Enchanter
(Background Talents, Crafter)
Gnome
You find odd reagents in your travels. Given time, you can use them in your trade to create minor arcana. Your trade can also count as a ***source of magic*** and a ritual anchor when creating more powerful arcana.

Famous
(Background Talents, Entertainer)
Decide on a reputation or title. The GM judges an NPC's response, or you can spend story to set it: *awkward—annoyance—envy—starstruck*. When you take time to indulge your fans, **take spark**.

Fancy Footwork
(Daring, Swashbuckler)
Swordfighting is a dance, and one you've mastered. When fighting in close combat, you can **push yourself** to maneuver around a foe and: *prevent a weapon from being used—put space between you two—subtly reposition them*. Their next attacker is **setup**.

Fierce Protector
(Horror, Summoner)
Animal companion
Those that you command will throw themselves in harm's way to protect you. When you make a defense roll assisted by a creature you control, you lessen the harm you take. Your companion takes the full consequence, if any. On a perfect, **take spark**.

Give Them a Hand
(Daring, Extras)
Deathless, Forged
You can **push yourself** to sever parts of your own body harmlessly, creating a **2d Limb pool**. You remain in control of them, and they can still do everything they could do before. You can easily reattach or replace them as needed.
(no free activation)

Hardened Resolve
(Background Talents, Mariner)
Human
When you get a grim or disaster bank grit (max 2). Spend it to increase a die by 1. These go away after the dust settles when the scene ends.

Hidden Treasures
(Background Talents, Trader)
Dwarf
When you carouse to sell treasure, take +1d on the montage roll. On a perfect you discover one of your items is a higher value (minor → major). Detail its story and why it's special.

GRIMWILD TALENT COLLECTION

H/P

High Vizier
(Background Talents, Clergy)

In every city, and most towns, you can find a local leader of your sect, they will offer assistance and may need guidance of their own. If you go out of your way to help or expand your flock, **take spark**.

High-Flying
(Daring, Extras)

When you fling yourself headfirst into danger, you can add +1d to your action, but take +1t as well. This thorn cannot be ignored.

Homely Hovel
(Whimsy, Witch)

Given time, you can bless a homestead to overflow with power. You get outside help on all rolls while on its grounds and choose two wonderous traits to give it such as: *traveling—ritual anchor—healing—caretaker*. You can only have one homestead like this at a time. If you're playing with the exploration rules (pg. 79), place a homestead on the map at any point when spending tokens, even if it's not yours yet. When your homestead is on the map, add 1 wise related to the local area. You're expected to protect it, offering assistance to people, spirits, and wildlife in the area.

Improvise
(Daring, Swashbuckler)

You won't be caught with your pants down, again. You can **push yourself** and describe your creative use of your surroundings to receive **outside assistance**. These improvised weapons and tools often stretch the bounds of reality with their use.

Infused Blood
(Horror, Summoner)

Gelatinous, Were-creature

Through a painful process, you can alter your own body as a vassal. You can **push yourself** to gain a mutation for the scene. You are visibly changed, becoming monstrous and grotesque. Those witnessing the change may react with vex. (No free activation)

Lady Luck
(Daring, Swashbuckler)

All swashbucklers have some inherent luck, but you must have the eyes of a god upon you, considering the stakes you've overcome. You have a **1d Luck pool**. You can roll it as a bonus die after any roll. On a grim, **take spark**.

Ley Magic
(Horror, Summoner)

Aetherling

You can **push yourself** to alter the leylines in the area to: *draw or repel certain creatures—enhance or dampen magic*. When you alter a place like this, you know when others enter the area, always getting a **hint** or **reveal** on vigilance.

Natural Luck
(Background Talents, Drifter)

Halfling

Fortune has been on your side more times than you can count. You gain 1 story per session and can spend story to add 1 to a die in any story roll relating to you or your situation.

Networking
(Background Talents, Trader)

In every town, crossroads, and business district, you can find a trade contact. Establish if they: *accept stolen goods—give you a great deal—offer strange goods—have exotic tastes*. If you go out of your way to deal with them, **take spark**.

Oathbound
(Background Talents, Healer)

When you put yourself in harm's way to heal someone, **take spark**. Those you soothe can ignore the thorn from a related harm or condition until the scene ends.

Observant
(Background Talents, Investigator)

You can read lips, and know when you're being watched. You can always get a **hint** or **reveal** on vigilance before a twist or betrayal.

Pact of the Fey
(Whimsy, Extras)

Fey

When someone oversteps or ignores fae etiquette, you can start a **2d Curse pool**. Actions against them roll the pool as bonus dice on their roll. Establish one major rule for the court's etiquette with your GM.

Personal Connection
(Whimsy, Witch)

It's awful luck to cross a witch. When someone breaks a promise or offers you personal insult, your next action or spell against them is ***potent***, however distant in the future. The GM has final say in what crosses rise to this level.

Physicker
(Background Talents, Healer)

Speak to the dead

Given time to study ailments, injuries, corpses, or crime scenes, take +1d. One time only, you can bring back the recently dead. Common sense takes precedent.

Planar Portals
(Horror, Summoner)

Aetherling

Given time, you can establish a waypoint in your planar network, or open a portal from one waypoint to another. You can make a temporary link in the moment, but you must roll taking +1t for each previous waypoint. Establish your method of travel when using this talent, such as: *connecting doors—jumping through pitch black shadow—opening gates in trees*. Those around you can use the portal as well.

GRIMWILD TALENT COLLECTION

P/S

Power in Emotion *(Whimsy, Witch)*
Intense emotions help you amplify your power. When you take vex or are rattled in a tense situation, you **take spark** and: *clear one mark from each ally—regain use of a spent bailiwick die.*

Primal Growth *(Whimsy, Witch)*
Fey
You can move through any natural terrain quickly and without issue. You can **push yourself** to grow, wither, or shape: *crops—dense foliage—entangling vines—fungi—poisonous spores*. You don't need anchors on plant or harvest rituals.

Proud Artisan *(Background Talents, Crafter)*
Dwarf
You're an expert in a craftsman skill, such as brewing, baking, or smithing, and are well known in your trade. When you take time to practice or share this gift with another, you both **take spark**.

Provoke *(Daring, Swashbuckler)*
Enrage charm
Once per session, through insult, boast, or challenge, you can ***goad*** the GM into spending suspense on an impact move targeting only you. You take +1d on the defense roll, and on a perfect, they: *are compelled to keep lashing out—leave an opening—are utterly embarrassed.*

Push Onward *(Background Talents, Drifter)*
Troll, *Regeneration*
When a scene ends while you are bloodied, make a 1d story roll as a defense against the harm. On a messy, reduce it to a mark. On a perfect, clear it.

Raise Dead *(Horror, Extras)*
Animate objects
Given time, you may raise a corpse as an undead thrall. Each thrall has a **2d power pool** to perform simple tasks, and a single damage box (destroyed). You can reliably control up to four at a time. Those who witness this may react with vex.

Reliable *(Background Talents, Commoner)*
Human
Even when ill-equipped, you put in the work. When you roll only 1 stat die, ***5s count as 6s***. On a perfect, **take spark**.

Responsibility *(Background Talents, Noble)*
You have a responsibility required of your station, you gain two wises representing it. Law enforcement looks the other way for minor issues, and when you take time to fulfill your duty, **take spark**.

Salt of the Earth *(Background Talents, Commoner)*
Human, Halfling
You have the air of someone with humble beginnings. The GM judges an NPC's response, or you can spend story to set it: *disdain—underestimation—kindred—pity*. When you go out of your way to help the common folk, **take spark**.

Savant *(Background Talents, Sage)*
Elf
You have a savvy die, a special d6. You can **push yourself** to take +1d (the savvy die) when gathering information. On a perfect, you gain insight in the moment (ask 2 questions).

Self-Reliant *(Background Talents, Eccentric)*
A lonely lifestyle has hardened you. On a grim on a roll without assistance, you can **push yourself** to add 1 to one of your dice.

Simple Deduction *(Background Talents, Investigator)*
You can **push yourself** when trying to solve a question or puzzle to give a specific guess. The GM will tell you: *something right about—something wrong with it—a detail you missed.* Use a story roll if the answer is unclear.

Slippery *(Background Talents, Ragamuffin)*
Halfling
When you defend and get a critical, you **take spark** and: *cause an extra secondary effect—roll a related task pool, as you turn it back on them.*

Smuggler *(Background Talents, Scoundrel)*
Pocket dimension
Cursory checks won't find items you've hidden on yourself or the environment. When drawing a hidden weapon this way, you're **setup** and take those around you by surprise. On a perfect, **take spark**.

Strands of Fate *(Background Talents, Mystic)*
You can **push yourself** to describe a brief course of action while in a calm situation, then make a montage roll to see how it would play out. Afterward, you can decide whether to take the action.

Strange Omen *(Background Talents, Mystic)*
Each precap roll 1d and write the result down as an Omen. When you or an ally rolls a double of that number, you may use your Omen to treat the roll as a critical. If it was already a critical, you both **take spark**. Say what odd occurrence influences the roll.

GRIMWILD TALENT COLLECTION

S/Z

Survivalist Instinct *(Background Talents, Hunter)*
When you make a roll against a natural hazard, take +1d. You can assist such rolls without risk, **taking spark** on a critical.

Teamwork *(Background Talents, Mariner)*
When you assist a roll and share the risk, ***5s count as 6s, but 4s count as 1s***. When taking part in a group montage roll, your 6 result counts towards a critical success.

The Legend Of... *(Daring, Swashbuckler)*
Establish a larger-than-life persona. Many recognize you as a hero, others as a cad and ne'er-do-well. Track tales of your exploits with campaign pools. When you play into it by: *leaving a calling card—saying your catchphrase in a dramatic moment—heroically striking down a foe*, make an extra roll of the pool.

Warlord *(Background Talents, Warrior)*
Twice per session, you can give a short command to an ally to ***assist without risk***. If they follow the order, they can: *clear a mark—ignore a vex response*.

Wicked Affliction *(Whimsy, Witch)*
Once a session, you can place your hands on another to heal your bloodied or rattled by transferring the injury. Allies can roll defense to resist this effect. This typically results in bloodied on a grim, marked on a messy, and no harm on a perfect. Talk with your GM about transferring other maladies, such as conditions.

Wish Upon a Star *(Whimsy, Extras)*
Dreamer
You can spend story to make a magic-infused wish with ritual-level effects. Make a 2d story roll to see the consequences, taking +1t for each time this talent has been is used. Be careful what you wish for.

Wonder Magnet *(Whimsy, Witch)*
Fey
You cause wild surges when spellcasting. When you trigger a wild surge, take +1d on the story roll. On a perfect, **take spark**. You invite odd happenings around you, wonderful, and terrible. When there's a question of who a strange event affects, it's you.

World Heart *(Background Talents, Eccentric)*
Fey
Once per session, you can tag a spirit in the local area. They offer a **3d Spirit pool** rolled as bonus dice when you or an ally invokes their domain. They may ask for aid in return. Spirit domains include things such as: *rivers—the night sky—art—furry critters*.

Alternate Rules

Patience Pool Alternatives
Warlock
Not Meant for Mortal Hands: This magic is too much for your body to hold. When the pool reaches 0d, take vex as the power changes you. Add a new physical detail representing that change.

Stolen Magic: You take power that's not yours. You're being hunted by those who want it back. When the pool reaches 0d, complicate the story as they get closer.

Dark Resource: You must undertake a dangerous ritual or draw power from the consumption of magic. When the pool reaches 0d, you gain the condition: **4d Fading Power**. If this reaches 0d, you lose access to your gifts and cantrips until you partake again. *Be mindful of your group, lines, and veils, as this could potentially stray into addiction.*

Talents with a Patience Pool: When a non-warlock character takes a talent calling for a patience pool, give them an 8d pool, or add a wild surge when it would normally be rolled.

Strange Origins, Wild Surge Alternative
Sorcerer
You're otherworldly, and you draw magic from other realms. Decide on your natural instincts. When you take vex, it's even more intense and lasts longer, as you follow these base instincts. Play up your odd decisions and questionable choices in play.

Words of Power, Theorem Alternative
Wizard
Instead of theorems, Wizards learn individual words that function as touchstones, such as *Burn*, *Stun*, and *Sight*. Cantrips use 1 word, spells use 2, and **potent spells** use 3. Each word is connected to a spell school, the first of which determines the school for the whole spell. Pick each from the spell crucible, or make your own.

Additional Expertise Options
Rogue
Spy: disguise, lying, forgery, sleight of hand, stealth

Daredevil: athletics, sleight of hand, escape, dueling

Grifter: lying, forgery, negotiation, gather information

Uncertain Vigilance
Add randomness to specific scenes with vigilance by making a story roll based on vantage to determine the outcome. A perfect earns a **reveal**, messy is a **hint**, and grim gets a **strike**.